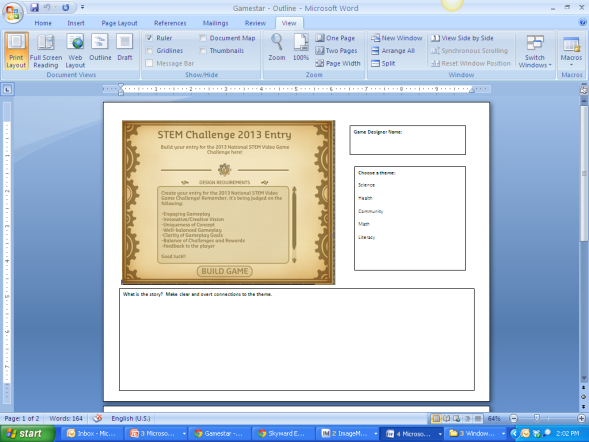
**STEM Video Game Challenge Timeline - Spring 2013**

**Due March 22nd**

*Daily Grade*

* Theme chosen and conceptual summary of video game story turned into Mr. Sebek by the end of class

**Due March 25th**

*Daily Grade*

* Game Design Document turned in at the end of class. Please follow formatting guidelines given to you in class.

**Due March 29th**

*Major Grade*

* Story boards for all levels of your game. Story boards should be completed in color and show a clear relation to your theme. You will be graded on story development and balance of your games concepts. A rubric will be provided in advance of the due date.

**Due April 8th – 12th**

*Daily Grade*

* Feedback from multiple players of your game. You will need at least four people to play the draft of your game, fill out a feedback sheet and design revisions based on their feedback. Players of your game will be given feedback sheets to record their feedback on and you will compile those to be turned in with a reflection sheet.

**Due April April 21st**

*Major Grade*

* Game is finalized, all required elements have been completed and game is properly uploaded to the STEM Challenge website.